

FIG. 2A

INTENSITY SETTINGS

VIBRATION OCCURRENCE COMPONENT NAMES (VIBRATION OCCURRENCE SIMULATION STATES)	VIBRATION INTENSITY
HIT AGAINST CAR	
ROUGH-GROUND TRAVEL	
HIT AGAINST WALL	
UNEVEN CURBSTONE	8
DRIFTING	
LANDING SHOCK	■■□□□□□ 3
ENGINE VIBRATION	■■□□□□□ 3
CRASH	68888 005

FIG. 2B

PATTERN SETTINGS

VIBRATION OCCURRENCE COMPONENT NAMES (VIBRATION OCCURRENCE SIMULATION STATES)	PATTERNS		
HIT AGAINST CAR	Α	В	O
ROUGH-GROUND TRAVEL	Α	В	O
HIT AGAINST WALL	Α	В	С
UNEVEN CURBSTONE	Α	В	С
DRIFTING	Α	В	O
LANDING SHOCK	Α	В	С
ENGINE VIBRATION	Α	В	С
CRASH	Α	В	С

FIG. 2C VIBRATION TIME LENGTH SETTINGS

VIBRATION OCCURRENCE COMPONENT NAMES (VIBRATION OCCURRENCE SIMULATION STATES)	VIBRATION TIME LENGTH
HIT AGAINST CAR	
ROUGH-GROUND TRAVEL	
HIT AGAINST WALL	
UNEVEN CURBSTONE	
DRIFTING	
LANDING SHOCK	■■□□□□□ 3
ENGINE VIBRATION	3
CRASH	5

FIG. 3

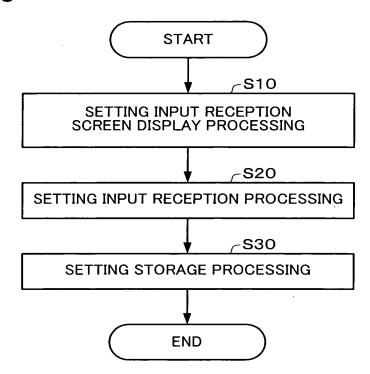


FIG. 4

SYNTHESIZED VIBRATION OUTPUT

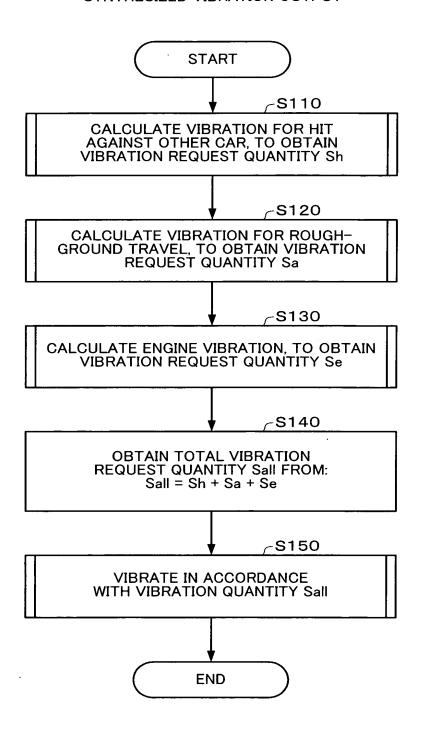
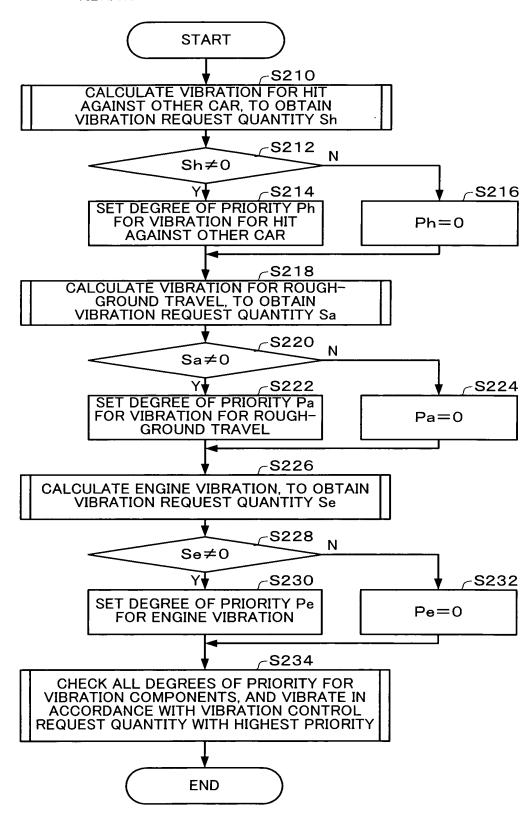


FIG. 5

VIBRATION CONTROL BY PRIORITY



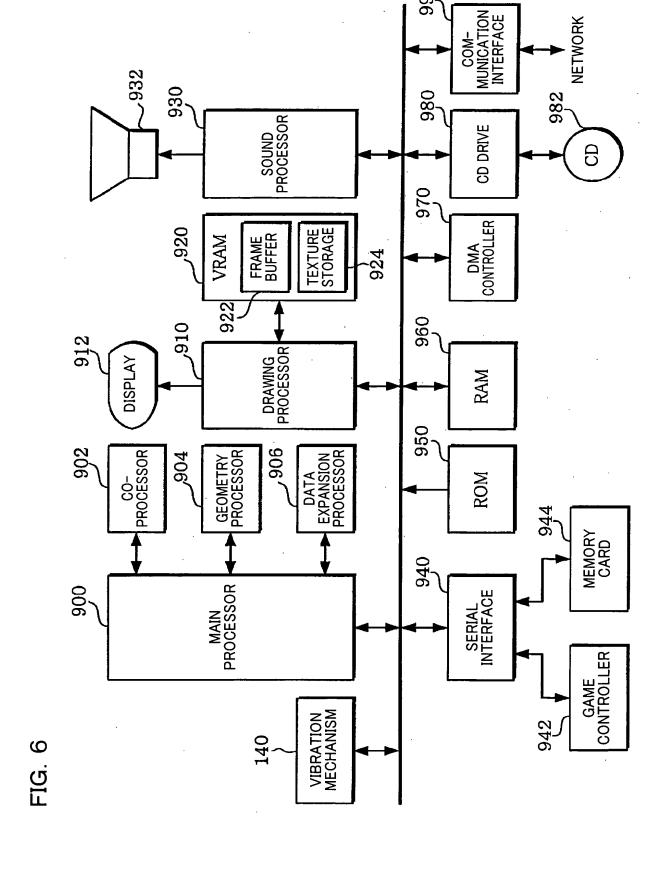


FIG. 7A -90 1110-1106 1108 140 1103 140 1104 1102 FIG. 7B 1200 80 1206 1208-1 1208-2 1202-2 1202-1 FIG. 7C INFORMATION STORAGE MEDIUM -1306 HOST DEVICE 1300-1302 TERMINAL **TERMINAL TERMINAL TERMINAL** 1304-1 1304-2 1304-n 1304-3

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